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For: Method of Simulating the Creation of an Artist's Drawing or Painting of a Caricature, and Device for Accomplishing Same

1. A method of simulating the creation of a mock artist's work from an electronically stored image, comprising the steps of:

storing at least one texture corresponding to a mock artist style;

selecting portions of the electronically stored image according to a sequence; and

displaying, in the sequence, on a computer monitor, a representation of each selected portion of the electronically stored image based upon the at least one texture in each selected portion of the electronically stored image.

2. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, further comprising the step of creating a hard copy of the image displayed on the computer monitor after all of the portions of the electronically stored image have been displayed.

3. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the selecting step includes the step of identifying groups of pixels in the electronically stored image which have similar parameter values as a single portion.

4. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 3, wherein the parameter values are grey scale or color values.

5. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the selecting step includes the step of determining a sequence for the portions of the electronically stored image such that at least one

selected portion in the sequence is not contiguous with an immediately preceding selected portion in the sequence.

6. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the selecting step includes the steps of:
identifying groups of pixels in the electronically stored image which have similar parameter values as single portions; and

determining a sequence for the portions of the electronically stored image such that separate portions having similar parameter values are grouped in the sequence.

7. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the displaying step includes the step of gradually displaying the representation for a portion.

8. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 7, wherein the displaying step further includes the steps of:

moving an icon across the computer monitor at areas corresponding to the selected portions; and

displaying the representation of each selected portion along the path traversed by the icon.

9. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 8, wherein the icon is moved according to a predetermined pattern.

10. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 8, wherein the representation of each selected portion is first displayed while the icon is at the area corresponding to the portion.

11. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, wherein the step of storing at least one texture includes the step of storing a plurality of textures corresponding to a plurality of mock artists' styles.

12. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 11, further comprising the step of selecting a mock artist's style from the plurality of mock artist's styles, and wherein the at least one texture corresponding to the selected mock artist's style is used in the displaying step.

13. The method of simulating the creation of a mock artist's work from an electronically stored image according to claim 1, further comprising the steps of:

capturing an electronic image from an input device; and

storing the captured electronic image as the electronically stored image.

14. A system for simulating the creation of a mock artist's work, comprising:

a memory having an electronically stored image;

a computer monitor;

a memory having at least one texture corresponding to a mock artist style;

means for selecting portions of the electronically stored image according to a sequence;

and

means for displaying, in sequence, on the computer monitor a representation of each selected portion of the electronically stored image based upon the at least one texture in the selected portion of the electronically stored image.

15. The system for simulating the creation of a mock artist's work according to claim 14, further comprising an image capture device for capturing and storing the electronically stored image.

16. The system for simulating the creation of a mock artist's work according to claim 15, wherein the image capture device is a video camera.

17. The system for simulating the creation of a mock artist's work according to claim 14, further comprising an output device for creating a hard copy of the displayed image.

18. The system for simulating the creation of a mock artist's work according to claim 14, wherein the means for selecting includes means for identifying groups of pixels in the electronically stored image which have similar parameter values as a single portion.

19. The system for simulating the creation of a mock artist's work according to claim 14, wherein the means for selecting further comprises:

means for identifying groups of pixels in the electronically stored image which have similar parameter values as a single portion; and

means for determining a sequence for the portions of the electronically stored image such that separate portions having similar parameter values are grouped in the sequence.

20. The system for simulating the creation of a mock artist's work according to claim 14, wherein the means for displaying includes means for gradually displaying the representation for a portion.

21. The system for simulating the creation of a mock artist's work according to claim 20, wherein the means for displaying comprises means for moving an icon across the computer monitor at areas corresponding to the selected portions; and wherein the means for displaying further comprises means for displaying the representation of each selected portion along the path traversed by the icon.

22. The system for simulating the creation of a mock artist's work according to claim 20, wherein the icon is moved according to a predetermined pattern.

23. The system for simulating the creation of a mock artist's work according to claim 20, wherein the means for displaying first displays the representation of each selected portion while the icon is at the area corresponding to the portion.

24. The system for simulating the creation of a mock artist's work according to claim 14, further comprising a memory storing a plurality of textures corresponding to a plurality of mock artists' styles.

25. The system for simulating the creation of a mock artist's work from an electronically stored image according to claim 24, further comprising means for selecting a mock artist's style from the plurality of mock artist's styles, and wherein the at least one texture corresponding to the selected mock artist's style is used in the means for displaying.

26. The system for simulating the creation of a mock artist's work according to claim 25, further comprising means for selecting a mock artist's style from the plurality of mock artists' styles; and wherein the means for displaying includes means for displaying at least one texture corresponding to the selected mock artist's style.

27. A photography booth for creating a printed output of a mock artist's drawing or painting image, comprising:

a means for accepting monetary payment to enable creation of the printed output;
a printer;
a computer with memory;
means for storing an image in the computer memory;
means for selecting a mock artist having a predetermined artistic style;
means for storing at least one display texture corresponding to the selected mock artist's predetermined artistic style;
means for substituting one or more of the stored textures for different areas of the stored image to create an electronic mock artist's drawing or painting image corresponding to the selected artist's predetermined artistic style; and
means for printing the mock artist's image.

28. The method of claim 8 further comprises, after at least some of the selected portions are displayed, deleting at least some of one or more portions and then recreating the deleted portions.

29. The method of claim 28, wherein the deleting takes the appearance of erasing, wherein the icon is moved over the portions being deleted and then as they are created.

30. The method of claim 29, wherein the icons appearance during erasing is different than its appearance during recreating.